

\$2.00



THE

# JACG

---

# VOICE

THE JERSEY ATARI COMPUTER GROUP

VOLUME 10 NUMBER 5

BBS : 201-298-0161

JULY 1990

### FROM THE EDITOR'S DESK

By the time you read this, there might be a new, exciting BBS up and in action. The phone number is (201) 298-0161. OK, OK, yes it's the same old number of the JACG BBS so ably run by Gary Gorski. However, a lot of it is all brand new.

First and foremost, the BBS has a brand new 80 meg hard disk drive to make sure all the latest and greatest of the Atari Public Domain is only a phone call away. (\$2.00 for the first minute, \$1.00 each additional minute. Kids, make sure to get your parent's permission before plunging them into bankruptcy!) Just joking!! It's only the cost of a phone call for JACG members, you'll just think it's worth a lot more!

Secondly, all new software! If you've ever had problems learning the old software, I've heard the new BBS software is easier to learn to use. But never fear, true believer! Next month, we'll have a feature article all about using the new BBS software to help you out during the shakedown period. But hey!, don't wait for us, call now!!

Lastly, the message bases have been hopping like never before. Tons of intelligent discussions and plenty of low-brow insults to read every day! And you thought the National Enquirer had all the hot news!! So what are you waiting for? Call now!!! (201) 298-0161!

Okay Gary, I did it. Can you let go of my arm now?

### IN THIS ISSUE ...

- 3 .... Noise From the President - D. Noyes
- 4 .... ST Disk Library - J. Dean
- 4 .... The Making of the Business Set - J. Dean
- 6 .... Raritan Computer Show - T. E. Graf
- 6 .... Boot Up That Atari 800! - D. Dvorin
- 8 .... June Meeting Notes - J. Hicswa
- 10 ... Daisy Dot III in Two Passes - N. VanOost Jr.
- 12 ... Whither the 8-bit Atari? - D. Arlington
- 13 ... From Zork to Phantasy Star II - D. Arlington

### Z \* NET SECTION



### CALENDAR OF EVENTS

NEXT MEETING:

AUGUST 11th, 1990

# **Software Spectrum**

**386 Somerset Street  
North Plainfield, NJ  
07060**

**TEL: (201) 561-8777**

**Hours: Mon., Tues., Thur., Fri., & Sat.  
10:00 am to 7:00 pm**

**Wednesday, 10:00 am to 2:00 pm**

**Now under new management**

**ATARI software and hardware at  
competitive prices**

**Accessories and IBM software and hardware  
also available**

**Many items sale priced**

## NOISE FROM THE PRESIDENT

### ATARI SAFARI

I would like to take this opportunity to thank all of you who contributed your time, effort, and equipment in making the SAFARI both interesting and successful. Thanks also to all of those members, who by their physical presence at the meeting, provided support.

### JACG BBS

The board will be down for the next week to ten days (as of this writing) in order for both the 80 meg hard drive and the new BBS software to be installed. This dual activity should go a long way to increasing the capacity and user-friendliness of the board. For those of you who are "regulars" on the board, you should notice a marked improvement; for those of you who aren't "regulars"...what's keeping you...get moderning!

There has been a considerable increase in message base activity in the past few weeks. GameBoy vs LYNX and ST versus various MS DOS machines have created a proliferation of messages and controversy. Quite a change, as the message bases had been quite dormant. Thanks to all who have taken time to comment.

### WHAT'S NEW in the 8-bit WORLD?

There is something new in the 8-bit world...no, it's not exactly commercial (even though you'll have to pay something)...it's not onwe, but two releases: DAISY DOT III and The WQNR DOS Shell. A demo version (will only allow one font per file) of Daisy Dot III, and the complete version of The WQNR DOS Shell will be available from the 8-bit disk library...8-bitters, stock up now!

### WHAT'S new in the 16-bit WORLD?

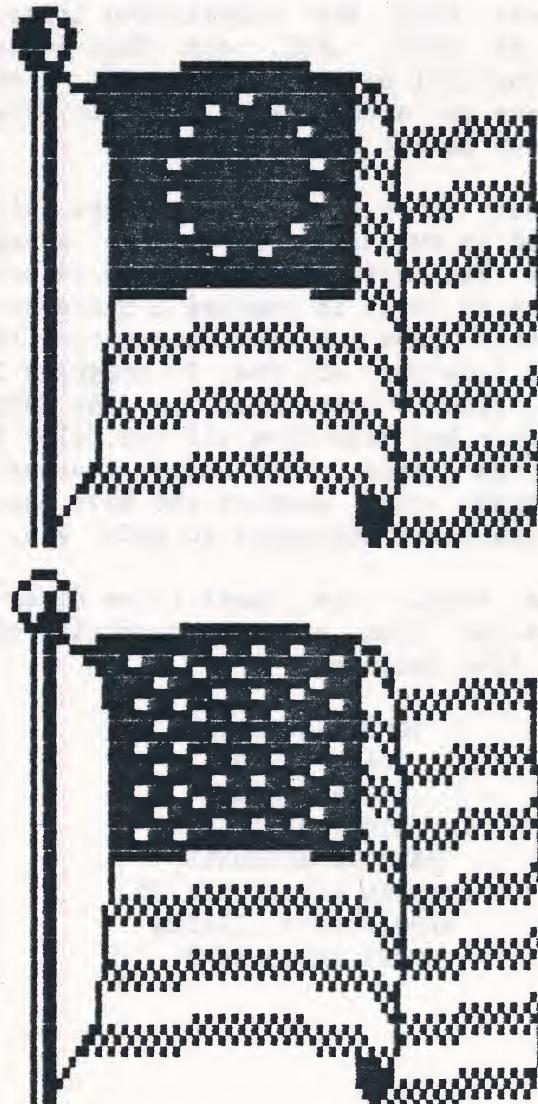
I was in GEMINI (on Ridgedale Ave. in Morristown) a few days ago and saw the 1040 STE - yes, GEMINI has them available, can't remember for sure, but I think that they were priced at \$599.00. The walls, as always, are chock full of software. When "in

season" both GEMINI and SOFTWARE SPECTRUM (see ad in this issue) have been carrying U.K. magazines (for those of you who want to go beyond STARTing!).

### CLUB OFFICERS

As you read the JACG NEWSLETTER, take a moment or two to take a look at the back cover. On it you will find the names of those who go an extra step or two to ensure that the club as a whole continues as a viable, on-going, and worthwhile institution. Firstly, these folks deserve your thanks; in this busy world it is often difficult to "carve out" extra time on behalf of the JACG. Secondly, it is not too early to begin to think about the fall election of officers - do YOU have some time (EVERY MONTH) that you can dedicate to the JACG?

.....'till next month.....



ST DISK LIBRARY  
JOHN H. DEAN, ST V.P.

The new disks added to the JACG ST disk library in June - JACGLSEA.200, .201, and .202 are the start of a new series of disks with a new and improved format.

Firstly, the programs on each disk will be of the same category, such as APPLICATION, which these three new ones are, or UTILITIES, GRAPHICS, GAMES, etc.

Secondly, the files on each disk will be compressed in a Self Extracting Archive. That means that in order to use one of the programs, it is first copied to another disk (a RAM disk, for instance) and then extracted by just double clicking on the the file icon or name. Viola! There the files are, complete with any subordinate files, such as DOCS, .RSC, etc. This means that you will be getting 6 - 700 K of programs on each library disk, or more for your money!

These three new disks were all devoted to BUSINESS applications. A new member has asked what we had in our library to help in running a business, and this gave me the inspiration to gather together all the PD programs I could find - not only in the JACG library - but also from all the files I have on hand from many sources, including other members who have been donating their downloads to JACG, etc.

The result was these three disks-abstracted from over 3 megabytes of files that contained

WORD PROCESSING  
DATA BASES  
SPREAD SHEETS  
INVENTORY MANAGEMENT  
PAYROLL ACCOUNTS  
GENERAL LEDGER ACC'TS  
APPOINTMENT DIARIES  
MONEY MANAGEMENT

AND MORE

The three disks were sold as a set for \$10.00, or any one for \$3.00 as the Disk Of the Month at the June meeting, and eight sets were sold, making June a banner month in disk sales.

---

THE MAKING OF THE BUSINESS SET  
John H. Dean JACG

When I first started collecting the files to make up what turned out to be the BUSINESS SET of disks for the ST library, I had no idea what a learning experience it was going to be. Keeping in mind Dave Arlington's cry for articles for the JACG newsletter, and that writing about how you use your computer would be a good topic, it seems like a good idea to tell you all about the steps involved.

After the discussion at the May meeting about how the disks in the ST Library might be structured either Single Sided or Doubles Sided, and the pros and cons thereof, I kind of researched what other users groups were doing, and decided that what Current Notes was doing was good enough for me. They use mostly Single Sided disks, unless the size of the program absolutely requires it - then they go to Double Sided. And that got me thinking about how they categorize each disk as a GAME disk, UTILITY disk, etc. The upshot of all this thinking was I liked the idea of categorizing disks, and the first ones ought to be Applications for the Business world, since I already had an inquiry about what we had for business use. Since I already had the DC SEA software utility from Double Click on hand, and this was being used by STart and others, I figured we might as well give it a try.

The disk that contains the listing of the files in the JACG ST library

hasn't been updated since June, 1989. The first thing to do to find out what we do have on hand was to bring that disk up to date. This has now been done, and will be the Disk Of the Month for July. In addition to all these files, I also have the PD disks from ST Informer, ST Log, ST Express, ST World and Current Notes. To get them all in order so that I could find all the duplicates, and then find the ones I wanted to use was a lot of work, but I think I got a pretty good handle on it.

The next thing to do was to divide the available programs into different aspects of the business world. The ones I settled on were Word Processing, Data Dases, Spreadsheets, Time Management, Money Management and Inventory Management. Using my Hard Disk drive, I moved all the pertinent files I could find into suitable folders, and then called the files up one by one and reviewed them for suitability and usefulness.

What a lot of ST programming has been done! As I reviewed all the past issues of ST Log, ST Informer, ST Express, ST World, Current Notes, and the disks I have acquired from ST Archives and other sources, it began to dawn on me that there has been a lot of time spent by a lot of people in writing programs for the Atari ST/MEGA. Of course, the same thimg is true in the Atari 8-bit field, - and the Commodore, the Apple, the IBM etc, etc, etc. But there it is - Shareware and Public Domain releases of programs available for our use and enjoyment.

Now that programs had been segregated into the appropiate categories, and the best ones selected, it was time to cram them onto the floppy disks. To put them into the .SEA format, they first had to be put into .ARC format. This was something different for me - up to now all I had been doing was unarcing files using the DEARCII shareware program. (A shareware update I had received as a registered user). But compressing was a

different story, and this was where the 'learning experience' came into play. LHARC51 and ARC\_602 had come to my attention, along with ARCSHL21, and it seemed like a good idea to use them. But, even carefully following the documented intsructions, something would always seem to go wrong. So, back to good old ARC.TTP, and all the files finally got compressed into .ARC, and from there into SEA went just fine. The next step was to sort them out to get as many as possible on one disk.

In the past I have formatted disks up to 82 tracks with 10 sectors on a track. On a double sided disk this gave me 828K capacity on a disk. Most of what I had read about this seemed to say that it ought to work. But working with Mark Rotton, abd swapping disks with him, it seems that synchronization between the RPM of the disk drives is critical. For instance, some disks that I could read and write to on my drives would not read on his. At 80 tracks and 10 sectors (400K on a single sided disk) everything straightened out, so that is the way the new library disks are being formatted.

In any event, everything seems to have worked out O.K. Your response at the meeting was just fine. The sale of 8 sets of the three disks was more than I expected, and those who got the set at \$10.00 are to be congratulated - from now on the set will be \$12.00. While the DOM only cost \$3.00 to members at the meeting, other disks cost \$4.00. If someone bought 2 of the disks, they would have cost \$7.00, and 3 would have cost \$11.00.

But that is all in the past. We are all looking forward to the new disks to be coming up for the ST Library.

ATARI FOREVER!

## GENERAL FEATURE

### **RARITAN CENTER COMPUTER SHOW** by Thomas E. Graf, JACG

This article is about a Computer Show that was held on May 19, 1990 at Raritan Center Expo Hall. This was a Ken Gordon show, and, as usual very well organized. The last show I attended was a while back, and the entrance fee was a bit pricey: \$8 nominal or \$7 with a discount ticket cut out of the Sunday paper.

I arrived shortly after opening time at 10 am. It was a beautiful Spring day, almost a shame to be inside. The line went fast, despite the crowd. Once inside, it was a real treat. Over 200 tables! Lots and lots of neat stuff! I'm a stolid 8-bitter, and when I began asking the vendor whether they carried any 8-bit software, I was greeted with the same doleful reply. No. Nyet. Nein. Nada. Oh well. I like to view this in a positive light: It makes the users groups like JACG all that more important. The users groups are the 8-bitter's last hope in this world of 16 and 32 bits.

Itty Bitty Machine and their brothers and sisters were in full force. In short, the PC and its clones are supreme. As I use a PC at work, I did check out the PD and shareware. One thing that I did like was that the PD/shareware hawkers are now beginning to divide the public domain from the shareware and advertise it as such. In the past, I've bought what I thought was PD, only to find a piece of shareware.

On the hardware and hacker's side, there was fertile ground to till. The "junk" dealers were out in force. I call it junk, because what is one's trash may be another's gold. Good pickings. A "secure" 2400 baud modem for \$19. Closer examination revealed that it was Hayes-incompatible!

Rooting through their wares was a lot of fun -- and totally unpredictable. My allotted time (2 hours, my wife is very strict about that) was up. I took one last look, and found a 1200 baud modem for \$25. Such a deal, and I bit. I've been looking for a modem for a while.

So, it was a good day for the 8-bitter. I got my key to the world of telecomputing, and also a way of sending in this article (if I can figure out how to upload it, that is).

**(ED. Note: Obviously successful!)**

## 8 - BIT FEATURE

### **BOOT UP THAT ATARI 800!** by David Dvorin, JACG

You know, ever since I first bought my trusty 800, there have been many times it has proved an indispensable tool. There also have been times where I have written it off as dead. Lately, even next to my MS-DOS 386 powerhouse, the current configuration still proves worth keeping around a little while longer. Allow me to describe the configuration history of an old friend.

Let me begin by stating that I am not an Atari die-hard. I do not have a disk library containing every commercial disk for the 8-bit. In fact, I have very few commercial disks. My library consists mostly of programs I have downloaded from BBS's or from user group libraries. I am more of the practical type. The reason I purchased my 800 back in 1980 was not because it was an Atari. It was because of economics.

You see back in 1980, there were basically three players in the microcomputer industry. There was the TRS-80, the Apple II and the Atari. The TRS-80 did not have any color so I did not even consider it. The Apple II seemed to be able to do anything but it needed extra boards. For instance,

want lower case letters? Get an additional board. Want color? Graphics? Get the required boards. Each of these boards was extra dollars that I did not have.

Then there was the Atari. A computer that would hook up directly to my TV set so no extra money was required for a monitor. 256 colors were built in. Upper and lower case letters included. Even internal slots for expansion. And the kicker was that it was less than the Apple II. Needless to say I got a 48K Atari 800, an Atari 810 disk drive, Atari BASIC and Atari DOS 2.0.

I joined the user group in Austin, Texas where I was to learn more about this tool that would help me with my school work (graduate school for engineering). I learned Atari BASIC and the inner workings of DOS 2.0 and wrote a program to help me with my thesis.

Called REGRESH, it allowed me to do any kind of regression analysis, showing me the results numerically and graphically. Full data edit, save, retrieve and six regression choices. But no hardcopy. That is until I purchased my first "upgrade" to my computer system. An EPSON RX-80 (which I still have) and an AXIOM interface. With the help of articles from user group newsletters, I was able to upgrade REGRESH to not only print out the numerical results but also print the graph on paper as well. Not a bad program if I do say so myself.

With all this serious number crunching going on inside my computer, I took interest in a chip called FASTCHIP by Newell Industries in Plano, Texas. It is a replacement chip that is in the operating system board. No soldering was required. Just pop the old one out and the new one in. For \$15, I upgraded my computer to hopefully new heights of blazing speed.

Then came the next major upgrade to my computer system. Dictated to me

by my thesis, I needed plots from a plotter of all my regression analyses. I had two choices. The first was spend the time to learn the school's computer system and their Zeta plotter or spend \$20 to purchase a 4 color plotter for my Atari (the 1020) and invest the time to write the software to drive it. Guess which option I chose.

REGRESH was then upgraded to interface with the 1020 via another program I wrote called PLOTTER. This program was capable of creating any kind plot imaginable on any kind of scaling desired (i.e. semi-log, log-log, etc.). Now instead of having to wait for a terminal at school and learn about something that I will not have access to when I leave, I had a system that was available at my convenience and would follow me out of school.

Another upgrade came when I left school and joined the user group in Houston where my first job was located. I picked up an AXLON 128K RAM board for \$50. (This board had an original price of \$699 when it first came out.) I used the 128K of RAM as RAMDISK most of the time to take some of the load off my aging 810. As an added bonus, my SYNCALC and SYNCFILE+ was ready to use the extra memory for larger spreadsheets and databases.

What came next? The world of telecommunications. After hearing over and over again about all the information and software out on BBS's, I thought I would invest in an inexpensive modem and check out what was going on outside my little world. For \$40, I purchased an XM301 modem which included a telecommunications program. What was nice about this modem is that it hooked up to my computer without the need of another interface and power supply. So what that it was only 300 baud. To me, it opened up another facet of computers. And with Atari support dwindling, it opened up many doors to not only software but people who knew answers to my questions. This was great, just

post a question and have many people answer it!

Later, I did other things to my computer system. I put in a toggle switch that turns on and off the clicking noise of the keyboard. This was great because the clicks would bother my wife. Using an article I found in a newsletter, the switch also included a third position for extra loud clicks that I use as an alarm to signal when a long download finishes. I also upgraded my interface to a PR: Connection. This gave me standard RS-232 ports for use with serial devices like the 1200 baud Hayes modem I purchased.

I now use BASIC XL for all my programming (which is a rare occasion nowadays). EXPRESS! the cartridge for telecommunications. For my DOS I recently moved up to SpartaDOS X. For storage, I waited patiently for the XF551 and purchased one when they became available. I also recently I purchased a Radio Shack 3.5" drive for \$100 and with the help of Bob Wooley of California and Joe Wilcox of the JACG, I am able to access the 3.5" drive from the XF551. Now I can use 720K 3.5" disks on my Atari. A big jump from the 88K per disk on the 810! And lastly, I have a cable connecting my MS-DOS machine to my Atari for file transfers between the two of them.

On the software end, my programming efforts not only produced REGRESH and PLOTTER, but also LIBRARY, a graphical based disk library program; MENU, a graphical based menu program; TXTCNVRT, a text converter program so text files between my Atari and MS-DOS machine require minimal editing; DIFMAKER, a program that takes text files and creates datafiles that can be used by SYNCALC, SYNFILE+ and my MS-DOS database programs.

So there you have it. An Atari 800 with an AXLON RAMdisk board, an XF551 and 3.5" disk drive using SpartaDOS X, BASIC XL and EXPRESS! connected to a 386 MS-DOS screamer.

You know, I still see no reason to get rid of an old friend. Excuse me while I go boot it up!

#### GENERAL FEATURE

##### **JUNE MEETING NOTES**

*By Joseph E. Hicswa - JACG*

June 9 was NOT a pleasant morning for a drive to our June meeting at AT&T, Bell Labs, but many of us did it. One member clad in a rain suit arrived on his motorcycle. Traffic at AT&T auditorium was detoured because a giant crane was removing air-conditioning units from the roof of a nearby building. Club member vehicles were not permitted to park in front of the auditorium for safety reasons--the crane might topple and we did not want to lose any members. Nevertheless vehicles were permitted to unload--hastily I might add.

Since the June meeting was primarily our Annual JACG ATARI SAFARI, and perhaps because of dismal weather, there were only a few flea market vendors.

As Safari demonstrators busily set up their systems in the auditorium, MIKE HOCHMAN, GARY GORSKI and a few others cheerfully assembled the newsletter and answered numerous questions.

Our usual Question/Answer period was postponed as PRESIDENT DAVID NOYES sped through Officer Reports to get the Safari started.

NEIL VAN OOST, 8-bit V.P. briefly described his Disk of the Month, DAISY DOT #3, a shareware of unusual fonts. See Neil's review in June newsletter.

JOHN DEAN, 16-bit V.P. told about the ST Disk of the Month--three disks (JACGLSEA 200, 201, & 202) containing a thorough business library: Word Processing, Spread Sheet, Inventory Manager, Payroll, General Ledger, Appointment Book, Money Management,

post a question and have many people answer it!

Later, I did other things to my computer system. I put in a toggle switch that turns on and off the clicking noise of the keyboard. This was great because the clicks would bother my wife. Using an article I found in a newsletter, the switch also included a third position for extra loud clicks that I use as an alarm to signal when a long download finishes. I also upgraded my interface to a PR: Connection. This gave me standard RS-232 ports for use with serial devices like the 1200 baud Hayes modem I purchased.

I now use BASIC XL for all my programming (which is a rare occasion nowadays). EXPRESS! the cartridge for telecommunications. For my DOS I recently moved up to SpartaDOS X. For storage, I waited patiently for the XF551 and purchased one when they became available. I also recently I purchased a Radio Shack 3.5" drive for \$100 and with the help of Bob Wooley of California and Joe Wilcox of the JACG, I am able to access the 3.5" drive from the XF551. Now I can use 720K 3.5" disks on my Atari. A big jump from the 88K per disk on the 810! And lastly, I have a cable connecting my MS-DOS machine to my Atari for file transfers between the two of them.

On the software end, my programming efforts not only produced REGRESH and PLOTTER, but also LIBRARY, a graphical based disk library program; MENU, a graphical based menu program; TXTCNVRT, a text converter program so text files between my Atari and MS-DOS machine require minimal editing; DIFMAKER, a program that takes text files and creates datafiles that can be used by SYNCALC, SYNFILE+ and my MS-DOS database programs.

So there you have it. An Atari 800 with an AXLON RAMdisk board, an XF551 and 3.5" disk drive using SpartaDOS X, BASIC XL and EXPRESS! connected to a 386 MS-DOS screamer.

You know, I still see no reason to get rid of an old friend. Excuse me while I go boot it up!

---

#### GENERAL FEATURE

##### **JUNE MEETING NOTES**

By Joseph E. Hicswa - JACG

June 9 was NOT a pleasant morning for a drive to our June meeting at AT&T, Bell Labs, but many of us did it. One member clad in a rain suit arrived on his motorcycle. Traffic at AT&T auditorium was detoured because a giant crane was removing air-conditioning units from the roof of a nearby building. Club member vehicles were not permitted to park in front of the auditorium for safety reasons--the crane might topple and we did not want to lose any members. Nevertheless vehicles were permitted to unload--hastily I might add.

Since the June meeting was primarily our Annual JACG ATARI SAFARI, and perhaps because of dismal weather, there were only a few flea market vendors.

As Safari demonstrators busily set up their systems in the auditorium, MIKE HOCHMAN, GARY GORSKI and a few others cheerfully assembled the newsletter and answered numerous questions.

Our usual Question/Answer period was postponed as PRESIDENT DAVID NOYES sped through Officer Reports to get the Safari started.

NEIL VAN OOST, 8-bit V.P. briefly described his Disk of the Month, DAISY DOT #3, a shareware of unusual fonts. See Neil's review in June newsletter.

JOHN DEAN, 16-bit V.P. told about the ST Disk of the Month--three disks (JACGLSEA 200, 201, & 202) containing a thorough business library: Word Processing, Spread Sheet, Inventory Manager, Payroll, General Ledger, Appointment Book, Money Management,

plus other programs. You could have bought the three disks for \$10 at the June Meeting, now they'll cost you \$12. In the future ST DOM will be compressed and have an unarc menu to load programs.

**SECRETARY/MEMBERSHIP** **CHAIRMAN**  
MICHAEL HOCHMAN reported a new member JOSEPH T. McMAHON signed up at the meeting. Mike also received two renewals: FRANK CIRULLI, and SHREE VANDENBERG.

In the absence of Editor David Arlington (his son incurred an ear infection), President Noyes stressed the need for newsletter articles, "your compliments, criticisms about programs, systems, etc." Even a joke or anecdote on a postal card will be welcomed. (Refer to Editors Column in June newsletter).

President Noyes pointed out that LIBRARIAN SAM CORY has a new address (see rear cover). Read Sam's article in June newsletter.

There is a need for 8-bit demos at future meetings. Show us what you like doing with your computer. Contact 8-bit V.P. Van Oost or President Noyes. Their address and phone numbers are on rear cover.

GARY GORSKI reported that the club now has an 80 meg hard disk drive but an interface was needed. It had been ordered and should be in operation as you read this.

There were six 16-bit Safari set-ups and three 8-bit.

JOHN DEAN gleefully demonstrated OMNI & GAME OF LIFE which gave the illusion of protruding from the screen when viewed with special, electronic 3-D glasses connected to his computer.

MIKE HOCHMAN showed the sharp, resolution graphic photos that gave the impression of a film or slide show. Mike also booted up TINY, a PD program.

ROBERT FORD entertained viewers with CYBER PAINT, CAD 3-D, REZRENDER & CYBER CONTROL.

JOHN KING lively took us through LDW POWER SPREADSHEET by Logical Design Works available from Software Spectrum for \$99. This program is Lotus 1-2-3 compatable and can be used on IBM.

FRED ZANT easily went through the paces of WORD UP, an elaborate word processing program with call-up help windows that enable a user to do just about anything with a document: Change fonts, add graphics, design borders and other faculties which time did not permit to explore.

JOHN TANNERHILL brought seven arcade games including TECHNO COP, FIRE & FORGET, and ALTERED BEAST to amuse youngsters and those of us who wish we still were.

From Canada, and temporarily in New Jersey, was MICHAEL HALL showing the versatility of CALUMAS, an 8-bit desktop publishing program. Mike demonstrated his expertise with this and other similar programs. Mr. Hall is presently associated with KIDS, INC. a center for treatment of adolescents with compulsive behavior disorders.

MARK ROTTEN using QUICK BBS, Ver 1.0 had two computers connected so we could see a bulletin board in operation. Mark is SYSOP for his ST INFORMATION STATION. 201-827-7348 Vernon. FIDO 1:269/208. Co-sysops are MASON TAUBE (ST), STEVEN SCAVONE (8\_bit & midi) and BOB CACARO (Lynx).

JOSEPH S. ROBORECKY using an 8-bit explained R-TIME-8 CART., SPARTA DOS X CART., EXPRESS ! TERM. CART., XEP80 - 80 columns, and his 3.5, XF35 720 K disk drive.

DAVID NOYES, on an 8-bit, proudly explained WQNR DOS SHELL by Kris Holtegaard. This DOS program in Atari Basic may be custom altered. It comes with documentation and is an 8-Bit DOM for July meeting.

There was an abundance of donated door prizes: 16-bit, 8-bit; manuals and magazines. Each member received a prize; some got two or more as we scrambled for the left overs.

See you at August meeting.

### 8 - BIT FEATURE

#### **DAISY-DOT III IN TWO PASSES** *Or How I Did It* by Neil Van Oost Jr.

Last month I did a two page spread for the newsletter on Daisy-Dot III. Well, here I am back at it again. I am really getting totally wrapped up in this program. Before I get any further along in this article, let me say for the record; "Buying this program was the best \$25 I have spent on an Atari 8-bit product since I bought the hard disk drive." (Ed. Note: Now if only he would tell us where he got a hard drive for \$25!!) Now, that over with, let's get on with how I did the demo page accompanying this article.

I am going to assume that you have already created some 'font icons' with the font editor that came with your Daisy-Dot III package. Although at the writing of this article I have not tried it, you should be able to produce output like the demo page with either the distribution or the registered copy. Since I have received my registered copy, I filed my distribution copy in the bit bucket, so as not to get the two confused.

The demo page was produced using two passes on the printer. Getting the 'font icon' square lined up and looking pretty only took a dozen sheets of paper and close to two hours. I created a special disk just for saving these font icon squares for future use. The font icon that I used was one I created and then using the DD3 Font Magnifier program, expanded to two, three, and four times its size. This size gives you roughly a two inch square icon to

play with when you use the \w4 command to expand the width to size four.

Some other commands you will want to use are the \s0 command to eliminate the spaces between your font icons (assuming you want them to touch), and the \xv00 to eliminate spaces between lines (again assuming you want the font icons to touch). On this particular font icon square I first printed a row of the icon to see how many I could fit across a page (this was my first attempt using quad size fonts). I quickly found out that three would 'fit the bill', and went on to the next line.

On the second line, the first command I used was the \l command to block the font icon to the left margin. Margins were set to defaults of one inch (40 one 40ths) on each side. Following that command, \r to block the next icon to the right side margin. It took several times printing this and adjusting my right margin (\xrnnn command) to get everything to line up correctly.

Next I simply copied this line several times to the size I wanted the middle of the box to be. Then I copied the line I had used for my top line --- and had my bottom line. All this in a quick hour and a half. I then saved the font icon square text file and put it aside for the time being.

Next I selected a font for a size that would fit my box, and typed up my text. I am happy to say that I lucked out and did not have to adjust the number of words in my lines. This saved me several sheets of paper and some time. The command I used on the text file portion was the \c center command, which will center the text on the page. After placing this page over the font icon page I found I had to pad the right side of each line (using the ^G global search and replace command of TextPro) with spaces to get the lines to come out exactly centered in my box. All that was left was to add some lines

Daisy-Dot III  
In Two Passes

You can create some  
very interesting signs  
letters, X-mass cards  
etc. with DD3. All it  
takes is three basic  
ingreadents:

- 1 Time
- 2 Lots of paper
- 3 Lots of patience

It is not uncommon  
for a final output  
like this to take  
20 sheets of paper  
or more and two to  
three hours to produce.  
It is of course,  
understood that you  
have a couple of fonts  
and "font icons"  
ready to use.

to the start of my text to make it print at the correct location down the page.

The final step was to print my font icon box on a good quality sheet of paper. When placing the sheet into the printer, I made sure that I had a bench mark so that I could line it up exactly in the same position when I printed my second file (the text portion of the demo page). I then printed the text portion and voila!... you have your demo page. From the start of this project to the finish of this article, only a short three and a half hours or so... Until next month, this is your favorite 'Picture Junkie' signing off.

For those of you who missed it and want to order the registered version of Daisy-Dot III, Roy Goldman's address is:

Roy Goldman  
2449 South Jasmine  
Denver, CO 80222

#### 8 - BIT FEATURE

##### **WHITHER THE 8-BIT ATARI?** *A Commentary* by Dave Arlington, JACG

As Editor of this newsletter and general all-around contributing member of this Users Group, I have been contemplating what we will be able to offer to 8-bit owners in the future. It seems that it will become more difficult to provide valid services. That is not to say that your computer will become useless, far from it.

But what I see is this: Users Groups and their newsletters provide useful information in about four categories that I can think of. The first type of information would be of the strictly news type of information. News about Atari's activities, third-party company activities, computer shows, new hardware and software releases. Two things about

this, first, there simply is not very much of this information coming out as pertains to the Atari 8-bit line. Secondly most of this information is currently being provided by our Z\*Net section.

The second type of information is tutorial type information to help you get more out of your machine. Most of this information is programming related. Tutorials on how to program in Action!, Turbo Basic, Assembly or tutorials on doing things like Player Missiles or Display List Interrupts. The trouble is that these days interest in these types of articles, at least by my estimation, is pretty low. Most of the people that were interested in programming their machines have moved on to other computers, and most 8-biters that seem to be left are computer users rather than computer programmers.

The next valuable type of information is reviews and demonstrations of hardware and software. Except in the public domain arena, where excellent products like Daisy-Dot III or any of the well-done Tetris clones are coming out, there just isn't any new software or hardware releases to write reviews about. (I'm still waiting for at least one 8-bitter to write a review of the Express! Terminal cartridge.) That leaves us with writing about or demoing older software. The trouble is that in a lot of cases, even if you heard of something you would like, chances are you wouldn't know where to purchase it! For instance, what good does it do me to write a three page review of how wonderful PaperClip is when you can't buy it anywhere?

The last type of information goes back to when users groups were first formed. That is the type of information you get when users get together sharing their experiences and how they use their computers. Of the four types of info I've mentioned here, this is the only one that still seems to have a rosy future. Two valid examples are

Dave Dvorin's article in this issue or last month's Atari Safari.

When the first Atari users groups were born, their birth was due to a few people saying "Hey, you own an Atari computer? So do I! What do you do with yours?" User group meetings were an informal setting much like last month's Safari. No one came to a meeting expecting a dog and pony show like they do today. It's something I feel we must get back to as a group if we expect to still get any useful worth as 8-bit owners out of this user group.

Using Dave's article as an example, I can see where someone would possibly say, "Hey, I use Syn-File and Syn-Calc like he does, I wonder if that program he wrote to handle DIF files would be useful to me?" Perhaps the demo on the R-Time 8 and SpartaDos X could give you new ideas on how to use these or give you a reason to go out and get them.

What this means to you, the user group member, is to consider contributing again to the newsletter or to do a demo at the meeting. Not because the officers and I whine each month about how we need your help, but to insure the future health of the 8-bit portion of our user group. As I've mentioned before, it doesn't have to be an incredibly indepth article, just tell us what you are doing with your machine.

Got a new modem or use one a lot? Tell us what is happening out there in BBS-land these days. Print out a newsletter each month? Tell us some time-saving hints on using word processors. (OK, maybe that one's for me!) Keep track of a baseball card or comic book collection with your Atari? Tell us what database you use and how you use it. See how simple it is? These are the types of articles and demos that will insure that our user group's 8-bit future light will continue to burn bright.

---

## GENERAL FEATURE

### **FROM ZORK TO PHANTASY STAR II** *by Dave Arlington, JACG*

One of the first purchases for my new Sega Genesis was the fantasy / science fiction role-playing game Phantasy Star II. While I was playin it recently I started reflecting on how far computer role-playing games have come since the first home computers.

A little definition of terms is probably in order here. When you were about 5-10 years and played cops and robbers (or spies in my case since it was the James Bond era), it was called playing make-believe. Of course, as you grow into adulthood, playing "make-believe" does not sound so dignified so the term "role-playing" was invented. Basically whether it is done on a table-top with dice or on a computer screen, grown-up boys and girls make believe, oops..., I mean role-play that they are sword slinging barbarians or blaster toting spacefarers.

The earliest adventure games, the earliest being simply called **Adventure**, were very simple text only games. You were placed in some fantasy or science fiction setting and were able to type in simple two word commands of the form, VERB - NOUN. The games had very limited vocabulary, but at the time were very fun to play.

As time passed on, three different companies made their mark with these type of adventure games with three different approaches. Scott Adams adventure games were known for their fiendish puzzles, Sierra Online added color pictures to go with the text, and Infocom significantly increased both the vocabulary and the textual descriptions offered in their games. Infocom's lush descriptions eventually pushed Scott Adams off the scene and Infocom remained the text adventure game leader until computer users

finally would not purchase text only games any longer. Sierra Online's fortunes remain bright to this day as they continue to be the leader in their field. From Mission Asteroid to Leisure Suit Larry III, Sierra has remained strong.

I never really cared for this type of game as they usually have a very linear story line. What I mean by that is that there are a series of tasks to accomplish to win and they must be carried out in a very specific order. Most of them also have almost nothing in the way of character development.

Closer to their table-top brethren in execution are the character oriented role-playing games like the Ultima or Bard's Tale series. These games usually do not emphasize a vocabulary but are usually graphic in nature. You create one or more characters with a given set of attributes. These characters then go questing and exploring to solve some usually epic problem. As the questing continues, the characters improve their skills and attributes and possibly learn new ones.

I prefer these games as they are more open ended and give the player a much wider range of choices on how they want to accomplish the ultimate goal. What magic spells you choose to cast, what equipment you decide to carry, who you decide to send on the quest, or where you decide to explore first is all up to you. The flaw of these games is that a lot of them have very similar story lines and involve a lot of monster fighting.

The first of these type of games I remember seeing is Alkabeth by Ultima's creator Lord British for the Apple. Actually it was more the dungeon exploring portion of the future Ultima series as a stand alone game. Ultima I and Wizardry were the two really important trail blazers in this genre. Many games using subtle variations on these two, (including their sequels!) flourished and became popular. The Alternate Reality, Bard's Tale,

Wizard's Crown, and Phantasy series were all very successful.

The next evolutionary step for computer role-playing games came with the arrival of the 16-bit machines. Better graphics, more memory, and more storage allowed game designers to make things much more elaborate. The ground-breaker as far as I am concerned was Dungeon Master for the ST. If there was any one software program that almost made me buy an ST, this was it.

The thing that made Dungeon Master so effective was the excellent first-person graphical representation of dungeon combat. Monsters drawn and animated very realistically really gave the player the feeling of being there. Combined with sneaky tricks, traps, and treasures, this game became a deserved mega-seller.

Which brings us to Phantasy Star II for the Genesis, the latest 16-bit role-playing game. If Dungeon Master had one problem, it is that the story behind it was not very strong. Sure, the puzzles were good, but the motivation was strictly to beat the game. Phantasy Star II combines Dungeon Master's superb graphics and animation with a very strong and well thought out story line.

Phantasy Star II comes on a 6 meg cartridge with true stereo music and a battery back-up to save games. It utilizes easy-to-use drop down menus like the 16 bit computers. As I play and marvel at it, you can probably see why I started reflecting back to how far we've come from the days of GO DOOR, GET APPLE. Gee, what are these games going to be like ten years from now??



## In This Issue

Z\*Net NewsWire  
New Atari General Manager  
STACY and STE Shipping in U.S.  
PC Ditto II Update  
Atari TT - The Story So Far  
Game Hints and Cheat Modes

July 1990 Vol. II No. 6

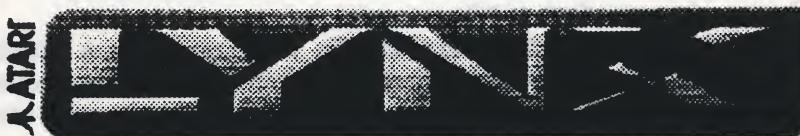
# Atari Slips at CES

More than 50,000 attended the Summer Consumer Electronics Show in early June. Sponsored by the Electronics Industries Association, some 1,300 exhibitors were on hand to ply the newest gadgetry to dealers and distributors worldwide. Mobile electronics, cellular phones, and compact disks were popular this year.

ATARI Corp appeared at CES showing lots of Portfolio Computers and LYNX game systems, plus a number of STE computer systems showing games. No new hardware or product bundles were presented. Despite posters proclaiming "The Atari Advantage - The Complete Family Workstation", the namesake of that promotion was not shown. The "Advantage" system is a 520STFM, bundled with a LOT of software, and retailing in mass merchandising houses at under \$400. It has been promised for many months, but just short of the CES appearance, ATARI CEO Sam Tramiel ordered the package back into the planning phase. It is said that Sam wants only GAMES in the super bundle, while Sam's father and Chairman of the Board at Atari, Jack Tramiel, wants the productivity applications (word processor, database, spreadsheet) included as planned... and in fact wants the price to be under \$300! Those who have seen the currently proposed selection of software say that it is a "can't miss" mixture of powerful applications and superior games.

Other showing of Atari at CES included new titles for the 2600 and 7800 game machines, still in use and being sold across the nation. New for the Portfolio, Atari had the Finance Card and the DOS Utilities Card there along with the File manager card that is now bundled with the Portfolio. Unlike every previous show, observers at CES say that this year they could find ABSOLUTELY NO Atari ST computers in use at any third-party booth.

The Nintendo booth the largest in the show by far and their GAMEBOY portable game machine had a list of titles that numbered in the hundreds, including many from third-party developers that have yet to embrace the LYNX.



The biggest threat to the previously reigning king of quality portable game systems, the Atari Lynx, is the new NEC portable, shown publicly for the first time at CES and expected at stores by Christmas. NEC is Nippon Electronics Corporation, makers of the NEC TURBOGRAPHX 16 game system as well as countless other consumer electronic devices and components. The NEC TURBO EXPRESS, with 512 colors (the Lynx has 16) and over 50 Games available already and more by the end of the year, is said to "blow away" every other portable system in looks and performance. Adding to its power at the fact that all NEC games play on both the portable and the existing home console systems. The NEC machine will also offer a tuner that will make it a portable color TV. Turbo Express is smaller than the Lynx, and a bit bigger than the Gameboy, and is expected to be the most expensive portable yet at near \$250 (TV tuner, another \$100).

ATARI GAMES has agreed to support NEC game systems. Rumors of an ATARI/NEC deal circulated for many weeks, but the "Atari" that observers had hoped to be involved is the wrong one. NAMMCO, an arcade game company, owns ATARI GAMES and has no affiliation with Atari Corporation. TENGEN is a subsidiary of Atari Games, and is the primary development company for consumer game software for Atari Games, which often include titles for Atari Corp machines. The first titles to be offered for the NEC system via the services of Atari Games will be "KLAX" and "SLIMEWORLD", which are also the newest titles coming for the LYNX.

Also of interest and new at CES, Commodore's Dynamic Total Vision (CDTV) player combines Compact Disc technology and a personal computer into a single unit. The \$1,000 player connects directly to a television set and home stereo to become an interactive entertainment, information and education center. The CDTV player will ship this fall with hopes of more than 100 titles to be available. ♦

- Z\*Net is a monthly newsletter supplement produced by Roves Industries, Inc. It is available in newsletters of registered Atari user groups. Z\*Net and Roves Industries, Inc. are not affiliated with Atari Corporation.
- Z\*Net articles are Copyright © 1990 by the individual authors. Reprint permission is available from Roves Industries in writing. Opinions and commentary stated within this publication are those of the individual author and not necessarily those of Z\*Net or RII. Responses and feature article contributions are encouraged.
- Z\*Net is produced on an Atari Mega ST4 using Calamus Desktop Publishing software. This publication was printed on a Hewlett-Packard DeskJet printer and reproduced by user groups. Artwork and logos have been produced on the Atari ST using Easy-Draw, Touch-Up, and VIDIT-ST Video Digitizer.
- Z\*Net, Z\*Net Logo, Z\*Net Online, and RII are Copyright © 1990 by Roves Industries, Inc., Middlesex, NJ, a registered corporation. Voice lines: (201) 963-2024. Advertising: John King Turpin - (201) 246-7200.

ROVES Industries, Inc.  
P.O. Box 59, Middlesex, NJ 08846  
Publisher: *Bob Kovacs*  
Editor: *John Nagy*  
Advertising: *John King Turpin*  
User Groups Coordinator: *Robert Ford*  
Layout & Distribution: *Bruce Hinckford*  
Z\*Net BBS: (201) 963-2148  
Gaines: *Z-NET*  
CompuServe: 7077,2140

# SUPERCHARGER

BY  
TALON

THE FIRST EVER EXTERNAL PC BOARD FOR ATARI ST COMPUTERS A FULL MS-DOS PROCESSING SYSTEM THAT SIMPLY PLUGS INTO THE DMA PORT, WITH NO NEED TO OPEN YOUR COMPUTER. SUPERCHARGER IS PACKED WITH FEATURES AND CAN BE USED WITH ALL MACHINES FROM 520ST TO MEGA 4 AND EVEN THE STACY LAPTOP

#### FEATURES:

- 100% compatible with MS-DOS programs (non protected)
- Norton Factor 4.4
- Supports all hard disks
- Supports serial and parallel ports
- Uses "hotkey" to toggle between Atari and PC programs at the same time without having to reboot in DOS mode
- Turns the Atari mouse into a PC mouse
- Supports internal and external 3.5" and 5.25" floppy drives
- Leaves the cartridge port free for use
- Supports monochrome and color Atari monitors (CGA color and Hercules emulation)
- Supports some AT programs, such as "286 windows"
- Simple to set up and easy to use - no soldering, no wiring, no cutting.
- Does not interfere with other devices such as Spectre GCR, T-16 Board, Moniterm Monitor, etc..

#### INCLUDES:

- **1meg RAM**, making it extremely fast
- This unique "Dual Ram" feature when in TOS allows SuperChargers 1meg of memory to be used as a "Ram Disk"
- Socketed for an 8087-2 math co-processor. Co-processors can be ordered separately, and can be installed prior to shipping.
- NEC 8 mhz V30 processor
- DMA cable with thru-port
- Built in bus which will be adapted in the future to accept a VGA card
- Comprehensive hard disk utilities software
- An attractive color coordinated ABS plastic case
- **MS-DOS 4.01**
- "Power Take Off" cable is included
- Easy to use operating manual
- Registration card for software updates and 90-day limited warranty.

All this for the incredible price of just

**\$450.00\***



# OMNISWITCH

BY  
TALON

*Multi-Sync For Atari* **\$89.95\***

NOW, FOR THE FIRST TIME YOU CAN HOOK UP YOUR ATARI TO A MULTI-SYNC MONITOR WITH THE INCREDIBLE OMNISWITCH.

#### FEATURES:

- **MULTI-SYNC MONITOR PORTS:** Gives your Atari the ability to use a multi-sync monitor. Color or monochrome with the touch of a button. (low, medium and high resolutions)
- **COLOR AND MONOCHROME MONITOR PORTS:** If you do not have a multi-sync monitor, Omniswitch allows you to plug in color and monochrome monitors and switch between them. No more cable swapping!
- **FLOPPY DRIVE PORTS:** Enables you to use two external floppy drives instead of one! (uses 3.5" and/or 5.25")
- **AUDIO JACK** to plug in to your amplifier.
- **VIDEO JACK** black and white composite signal.

**MULTI-SYNC MONITORS AVAILABLE - \$449.00\***

# TALON TECHNOLOGY

243 N. HIGHWAY 101 • STE 11 • SOLANA BEACH, CA 92075

*all prices subject to change • shipping/handling extra*

ORDER  
TODAY

**619 792-6511**

OR FAX US AT 619 792-9023  
WE ACCEPT VISA/MASTERCARD

# Z\*Net Newswire...

→ A longtime friend of the Tramiel family and the former President Director General of ATARI FRANCE, ELIE KENAN has come to the US to take the new position of GENERAL MANAGER, NORTH AMERICA at Atari Corporation. Many internal management adjustments are being made by existing Vice Presidents and such. Plans for Mr. Kenan to continue to manage ATARI FRANCE along with Canada and the USA are still in flux. Kenan is at Sunnyvale now, talking to staff and making plans.

→ STACY and STE computers are finally for sale in the regular Atari U.S. computer dealers. Several STACY computers were delivered in late May for sale at Los Angeles dealers after they had complained that the music store outlets nearby were stocked with several of the Atari laptop ST computers. And in mid-June, the STE machines arrived at many locations across the country in significant volume. The STE was most recently delayed by the revision of the TOS operating system to version 1.62, up from 1.6, which has bugs that will not allow proper operation of a hard drive, among other things. It appears that the first shipment of STE computers have TOS 1.6, and that a field re-fit of the new 1.62 chips may be required.

→ Atari is seeking to trade personal computers to the Soviet Union for memory chips. Atari Corp was one of the sponsoring companies in a "Silicon Summit" meeting with Soviet representatives at the close of the Gorbachev/Bush Summit. The proposal is for Atari to swap its computers for 256K DRAMs, a basic component of many Atari products, from a Soviet-owned semiconductor plant in Zelenograd. The Soviets are seeking to trade their DRAMs through Global

Development Corp., a Seattle trade consulting firm that arranged for a series of meetings in Santa Clara between Soviet officials and U.S. high-tech companies. The Soviets are willing to provide all their excess production, as many as 2.5 million chips a month. Workers at the Soviet plant would be allowed to keep 25 percent of any profit from selling Atari products.

→ DIP, the UK company that designed the PORTFOLIO computer for Atari, is reported to claim that Atari has defaulted on their royalty payments for the units. Some \$4 per unit sold was to have been paid to DIP for the continued use of their operating system. DIP is said to have cut off support for Atari regarding the Portfolio, and plans to enter the US market with the same unit with their own name on it. A newer revision of DIP's operating system (2.11, version 1.1) is available now only in the machines sold under DIP's own brand, which are not yet available in the USA. It has been reported that Atari has similarly not paid CONNER, the hard drive manufacturer, for their drives being used in the STACY computer. Industry observers are not surprised by the payment stalling, and say that this is fairly normal procedure for large companies who are trying to force a renegotiation of terms or to break a contract in order to deal with a new supplier. We all recall that it is the Tramiels who promote the saying, "Business is War". Late word from Atari says that these matters have "been resolved."

→ A new and improved customer support and new and improved versions of GFA Basic would be coming soon. The US office for GFA Datamedia UK is to be opening in June, and Antic Publishing is no longer distributing GFA products.

Along with the updated GFA Basic, other new utilities are to include GFA GEM Utilities, a collection of source code and bindings to make life with GEM much easier, and a new and improved shell to replace MENUX.

→ World of Atari show promoter Richard Tsukiji was notified in June that Atari has decided NOT to support, participate, or even to send a representative to appear at the recently proposed August San Jose WOA. While Atari clearly stated that they were very much interested in supporting a WOA show in the San Jose/San Francisco area, they declined this opportunity due to prior commitments that will consume the available personnel and hardware resources. These include a major Atari appearance at a gaming convention on the weekend immediately following Tsukiji's show dates, as well as firm commitments to fully support the Glendale Southern California Atari Computer Faire, one month later and just down the coast. Atari encouraged Tsukiji to help avoid conflicting event dates by refraining from scheduling any shows within 30 days of another show, and to provide at least 120 days notice to Atari of proposed show dates to allow for rescheduling if required. Tsukiji had earlier stated that he would continue with his plans for the August show date even without Atari's help.

→ Over 50 Atari ST computer systems and likely as many LYNX game machines will be supplied to the Milwaukee GENCON gaming show this August 9th-12th. The show has traditionally drawn over 10,000 people, many of them costumed and prepared for participation in fantasy role-playing games including Dungeons and Dragons

games. The local Atari user group, MILATARI, will have a booth at the show, which permits retail sales of gaming hardware and software. Atari will send a group of representatives to staff the Atari area, and expects GENCON to be a major opportunity to not only show but to actually sell a significant number of machines.

→ GRIBNIF SOFTWARE displayed their new NEODESK VERSION 3.0 for the first time in public at a Boston dealer promotion in June. Rick Flashman of Gribnif told Z\*NET that it has been far more of a major product than they expected, with some major additions coming late in the project. Version 3 of the popular desktop replacement system will include significant upgrades in window handling that will enable the use of icons in some windows and text in others simultaneously. Split windows, folders on the Desktop, and much, much more will be also included. "We figured that if we put everything in it this time, people would not be able to ask for more", says Rick. He says that a vacation will be welcome when the final touches of NEODESK 3.0 are at last put on the commercial release, due very soon. GRIBNIF is also relocating to a new facility that will more than double their working area.

→ 1st STOP Computers has moved. They were unreachable by phone for several days, but were back in business June 18th under new management but with the same phone number, 1-800-252-2787, for all 50 states. Their new technical and order information number is (513) 254-3160. 1st STOP carries Atari ST software and peripherals as well as PC hardware and software.

Continued...

# ...Z\*Net Newswire

⇒ "Forecaster III" is now available for the Atari ST and Mega series to predict the weather, analyze current atmospheric conditions, and display a weather almanac for the day. Heating and cooling degree days can be calculated along with windchill factor and apparent temperature. "Forecaster III" will display weather graphics from Compuserve and other sources. It will also create weather radar maps similar to those on your local news from digitized radar data available from WeatherBank and other services, and more. "Forecaster III", \$25.00 from Randall Kopchak, 2233 Keaven Lane, Florissant, MO 63031, (314) 831-9482.

⇒ ICD, Inc., makers of some of the most popular hard drives and host adapters for the Atari ST computers, has just released a new software driver set that significantly relieves the problems of using the SUPERCHARGER IBM emulator with their drives. Previous versions required holding the RESET button on the Supercharger while booting. The new software is available on the major telecommunications systems or from ICD. ICD's new "Advantage" series of controllers will also need a replacement chip set in order to use the new compatible drivers, and they are available from ICD for \$15. Older models as well as all those now in production will not need the chips. ICD Advantage ST Upgrade Offer, 1220 Rock St., Rockford, IL 61101.

⇒ Microsoft announced the worldwide availability of the Microsoft Windows graphical environment version 3.0. An enhanced version of Microsoft's graphical-user interface for MS-DOS- and PC-DOS-based personal computers, the version 3.0 transforms an ordinary, character-based PC into a powerful, graphical machine. Microsoft Windows was

developed with a one-megabyte personal computer as a design point, the standard minimum entry system for PC's today -- thereby enabling 30 million of the 50 million current MS-DOS users to quickly and easily add a graphical-user interface to their MS-DOS machines. Atari Corp has announced that they will include WINDOWS with their IBM compatible computers.

⇒ Nintendo video games may create health problems for people who play them for hours at a time, say Doctors in Boston. In one case, a 13-year-old girl who spent three hours playing Super Mario Brothers suffered an epileptic seizure apparently brought on by the flickering patterns, exploding lights and rapid movements on the video screen. Dr. Edward Hart of Franciscan Children's Hospital said the girl appears to suffer a rare form of photosensitive epilepsy that affects 2 percent to 3 percent of epilepsy patients. In Wisconsin, a 35-year-old woman who played Nintendo without interruption for five hours experienced severe pain the following day in the thumb she used to press the button operating the game. Dr. Richard Brumington of the Marshfield Clinic in Wisconsin said the pain went away after several days of treatment with an over-the-counter pain killer and abstinence from video games. The doctor went on to say, "I suggest that this sports-related injury be called "Nintendinitis".

⇒ Nintendo has filed a lawsuit in U.S. District Court in San Francisco against Lewis Galoob Toys for copyright infringement. The suit claims a new Galoob product called Game Genie, which is designed for play with a Nintendo home video game system, creates "derivative" works of Nintendo copyrighted video

games, in violation of U.S. law. Galoob's Game Genie is connected to a Nintendo video game cartridge and inserted into a Nintendo home video game hardware unit. When operated, Game Genie changes certain essential features of a Nintendo video game, for example, to give infinite lives, to alter the main character's speed, or cause him to float through the air to avoid obstacles originally programmed into the game.

⇒ Electronic Arts announced it has signed a contract with Chicago Bulls Michael Jordan to help co-design multiple video and computer games. Electronic Arts plans for these products to be available for play on the Nintendo Entertainment System, in addition to other systems.

⇒ Activision and Twentieth Century Fox announced an agreement granting Activision rights to develop video and computer games based on the two creatures of our time: the "Aliens" and "Predator", from the movies by the same names. Under the agreement, Activision will develop "Aliens vs. Predator" across multiple computer and video game formats.

⇒ Apple Computer Chairman John Sculley says the company hired outside experts to study radiation emissions from its monitors. So far, they have found no health hazard. CNN had broadcast a report based on the July cover story in Macworld which termed as "worrisome" results in recent tests of extremely low-frequency electromagnetic emissions from monitors used with the Macintosh. Macworld based its report on tests of 10 monitors regularly used with the Mac.

⇒ A federal court has given states the power to control computerized telecommunications, a ruling

that may force the Bell companies to set up subsidiaries to handle such services as automatic banking and alarm systems. The decision this week by the 9th U.S. Circuit Court of Appeals overruled the FCC, which had put regulation of the industry in the hands of the federal government. State regulators now may require the nation's Bell operating companies to set up independent subsidiaries to provide specialized computer services that use the same telephone lines as regular consumer phone service. Dozens of the nation's leading computer and telecommunications companies joined in the lawsuit, including the MCI Telecommunications Corp., IBM, NyNex Telephone Companies, AT&T, and GTE Telephone Operating Companies.

⇒ The Modern User's Association of America (MUAA) is a new non-profit organization that plans to lobby against telephone companies when they propose rates that impact telecommunication users. MUAA would act as a central clearing house for information of interest to BBS users and operators, link local and regional modem user groups into a nationwide network, and unify all modem users and the services and systems they use. It would also establish a lobbying effort in Washington to push for legislation favorable to modem users and would fight, state-by-state, against outrageous rate increases and demands from telephone companies and others. MUAA, (913) 478-9239. ♦

# BRE Software

Call or Write for our  
FREE Catalog

Order Lines/Catalog Requests: (800) 347-6760

Order Line Hours: Mon.-Fri. 8:00 AM-6:00 PM, Sat. 10:00 AM-5:00 PM Pacific Time

Customer Service/Order Status/Inquiries/Canada Orders: (209) 432-3072

## Public Domain Software

## ST Software/Accessories

Over 900 Disks Available for the Atari ST  
Only \$4.00 Each

Utilities, Games, MIDI, Applications, Music  
Graphics, Educational, Clip Art and much more

## FREE Disk & Catalog

Receive a coupon good for a FREE Public Domain Disk with  
any purchase when you Call or Write for our FREE Catalog

- #87 Tutorial on GEM Desktop States - Educational Game
- #145 - Five Children's Programs (Color)
- #244 - Strip Breakout (Color Only)
- #374 - Two Database Programs PrintMaster Cataloger
- #388 - Easy to use mailing list program
- #393/394/773/774 - PrintMaster Graphics
- #399 - Degas Elite Printer Drivers
- #400/800 - Disk Labeling Programs
- #443 - Intersect RAM Baby (RAM Disk Print Spoofer DCOPY do everything Utility Prg)
- #456 - Bolo Breakout Game from Germany (Req. 1 Meg RAM)
- #500-600 - Publishing Partner Fonts
- #511 - Dungeon Master Maps Levels 1-7
- #512 - Dungeon Master Hints/Character
- #514 - Monochrome Emulator V3.0
- #533 - PrintMaster Plus Graphics/Borders
- #551 - Kid Shapes Ages 2-8 (Color Only)
- #553 - Kid Publisher Ages 4-12 (Color)
- #555 - The Assistant Chef Electronic Cookbook (Color Only)
- #557 - Children's Programs (Color Only)
- #564 - Cadenza Astrolocal V18 - Astrology
- #567/528/871 - Desk Accessories
- #588 - Pac Man, Hangman (Color Only)
- #590 - Dungeon Master Utilities
- #596 - Pictorial Type Drawing Game
- #599/870 - PageStream Fonts
- #650 - Text Output Accelerator
- #667 - Benjamin's ABC's for Kids (DBL)
- #679 - Disk Cataloger/Label Printer (DBL)
- #688/666 - HP LaserJet Desktop Utilities
- #694 - Turtle Hard Disk Backup V3.0
- #696/802/892 - Hard Disk Utilities
- #699 - Children's Programs Kid Color Kid Adder Kid Story Kid Sketcher
- #720 - Dungeon Master Maps Levels 8-14
- #721 - Drawing Programs Andromeda, Art ST, Megabit V2.8
- #723 - Four Lottery Programs
- #726 - Children's Programs Numerical Go Around The World and 7 Kids Adv
- #736 - MoTerm V1.4 - Shareware Terminal
- #737 - Calamus Demo (1 Meg/DBL)
- #741 - Copystar V1.0 Address Book Base
- #749 - Barnimals - Listen/Guessing game for ages 0-4 (Color Only)
- #753 - Megatools V1.0 - Shareware Utilities
- #758/759 - Calamus Fonts
- #768 - NeoDisk Icons
- #769 - Super Breakout (Mono Only)
- #790 - Pentimo Strategy Game (Mono)
- #792 - D&D Programs

Call for our FREE 48 Page Catalog!

Introductory Offer - Above Disks Just

**\$2.99 Each**

### Music Studio Package

Over 300 Songs on 7 Disks

Also includes

- 4 player programs to play songs through your ST Monitor or a MIDI keyboard
- Deluxe Piano - Turns your ST's keyboard into a Piano

\$16.95

### Bible on Disk

King James Version

A Search program is included

- Single Sided Package (17 Disks) \$34.95
- Double Sided Package (8 Disks) \$24.95

Write to: BRE Software, Dept. CM, 350 W. Burdette Ave., Modesto, CA 95354

No Credit Card Surcharge. Visa/MC/Discover \$15.00 Min. COD Orders Welcome. Phone Orders \$20.00 Min. Shipping: P.D. Disks \$3.00 Ground, \$5.00 2nd Day Air, Canada \$3.50 Air Mail. Software Ground \$3.50 min. 2nd Day Air \$6.00 min. Canada \$6.00 min. Hardware/Accessories Ground \$4.00 min. COD Add \$4.50 (48 States Only). Return Address Puerto Rico Call for S/H rates. California residents add 6.75% sales tax. Please allow 2 weeks for personal checks to clear. PMAA is required for returns. Please call our customer service number. Software items replaced with same title only. Some of the above prices are special and good for this month only. Please refer to this ad when ordering. Please call or see our current catalog for our regular prices. Price and availability subject to change without notice. FAX orders receive a \$2.00 discount on shipping charges. FAX (209) 432-2595.

## Lowest Prices

Call with your best price on any Domestic or European software title for the ST. we will meet or beat it and give you a FREE Public Domain Disk when you mention this ad

### Software

Bloodwynd	\$29.95
Bloodwynd Data Disk	\$17.95
Bloodwynd Hint Disk	\$14.95
Breach II	\$24.95
Calamus	\$159.95
Calamus Font Editor	\$59.95
Calamus Outline	\$189.95
Chrono Quest II	\$29.95
Clue	\$24.95
CodeHead Utilities	\$19.95
DC Desktop	\$22.95
DC Utilities	\$15.95
Degas Elite	\$37.95
Diamond Back	\$22.95
Double Dragon II	\$22.95
Dragon's Lair	\$34.95
Dungeon Master	\$24.95
Editor	\$14.95
Hint Book	\$8.95
Hint Disk	\$13.95
Dungeon Master II	\$16.95
Chaos Strikes Back	\$14.95
C S B Hint Disk	\$14.95
FatBack	CALL
G+Plus	\$22.95
Hero's Quest	\$36.95
HotWire	\$25.95
Hoytes	\$24.95
Book of Games	\$19.95
Image Cat	\$34.95
Leisure Suit Larry 3	\$22.95
Maxfile	\$31.95
MidiMax	CALL
Monopoly	\$19.95
MultiDisk	\$19.95
NeoDisk	\$26.95



Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega ST begins where the Atari Owner's Manual left off, providing step by step instructions that helps both beginning and experienced users to get the most out of their ST s

## Atari ST Book

of Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega ST begins where the Atari Owner's Manual left off, providing step by step instructions that helps both beginning and experienced users to get the most out of their ST s

\$16.95

Intermediate and Advanced

## Atari ST Subjects

No Knowledge of Programming is Required  
Topics covered include Hard Drives, Running IBM Software, Disk Structure, File Recovery, Connecting a 5 1/4" Disk Drive, Assembling your own Hard Drive, Sector & File Editing, Binary Hex, Decimal Codes, ASCII File Problems, Escape Codes and much more!

\$16.95



## ST Xformer Cable

Use with ST Xformer The 800/XL/XE Emulator. Allows you to run 8 bit programs on your ST. The cable allows you to load programs from 5 1/4" disk or transfer them to 3 1/2" disks. With the cable, you can also load protected programs from 5 1/4" disks. Although the Xformer will not run all 8 bit programs, it runs quite a few and is very useful in transferring files from an 8 bit to your ST. Please call for more information concerning compatibility

\$19.95

Receive the latest version of ST Xformer FREE with purchase of cable when you mention this ad  
Since Darren Minocka has released the ST Xformer into the Public Domain, he has made the instruction manual available separately. We have the ST Xformer instruction manual for \$9.95. We also have 8 bit programs ready to use on 3 V2" disks. See our catalog for more details



## Duplitwix Blitz

The Best and Fastest Disk Duplicator for the ST. Backs up a complete floppy disk faster than the ST can format a disk. More powerful than "software only" packages. Includes Blitz Software and Dual Drive Cable

Requires 2 Disk Drives

\$34.95

## Lynx

w/ California Games  
**\$169.95**

Blue Lightning	\$29.95
Chip's Challenge	\$29.95
Electrocop	\$29.95
Gates of Zendocon	\$29.95
Gauntlet 3	\$34.95
Rampage	\$34.95
Ask about Used Cartridges for Lynx: Nintendo	
Sega Genesis and NEC TurboGrafx 16	

## Specials

### GFA Books

Reboot Camp \$7.95

Programmer's Reference Guide \$14.95

### Games

3D Pool - Arkanoid - Bubble Bobble - Pirates

Pro Soccer - Red Storm Rising - U.M.S.

Silent Service - Typhoon Thompson

**\$9.95 Each**

Buy 3 Get a 4th FREE

Good While Supplies Last



# PC DITTO II UPDATE

Users continue to have problems with the Avant-Garde PC DITTO II IBM emulator for the Atari ST and MEGA computers, while other users keep finding ways to make it work. A reader shared his experience with us: "I could not get it to work. I returned the board. It seemed to heat up and not work. With the replacement board I had the same problem. After soldering the leads to the 68000 chip (which I highly recommend) I still had the same problem. Upon checking the voltages of my power supply they were in tolerance. On the PC Ditto board and on the 68000 chip they were low. Without the board hooked up the 68000 chip voltage was normal. I took two leads from the big filter capacitor underneath the keyboard and connected them to the 20 and 40 pin of the math co-processor socket. The problem was solved, there is 200 hours on the board and it works great." - Mark Barrouk, Wilkes Barre PA. Recent contact with Avant-Garde turned up the following additional information about PC DITTO II: Custom

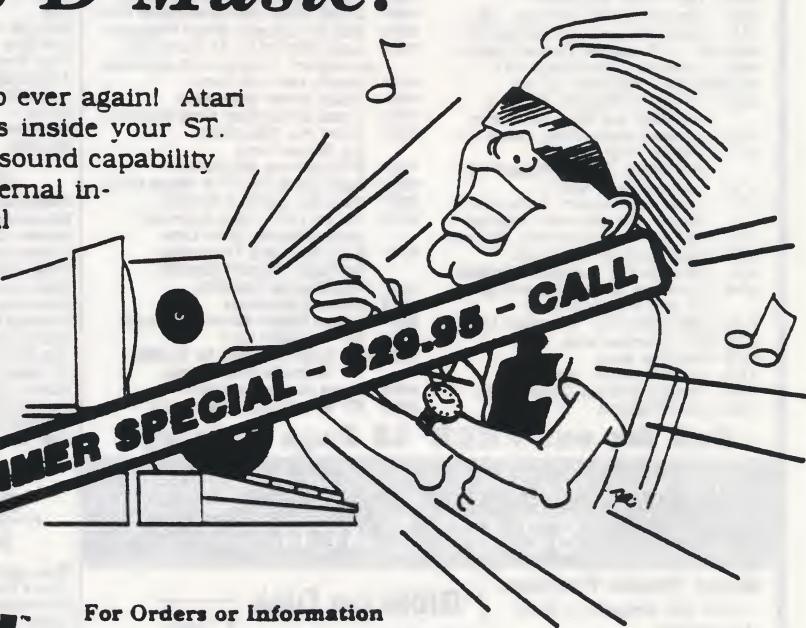
lengths of the special (stiff!) shielded ribbon cables are available now for \$8 a foot, your choice of lengths. You will need to supply the connectors. The longer lengths may help those who wish to locate the oversize board outside the case of their computer. A return of your standard 1-foot lengths will get a credit of \$16 if they are in new condition.

Avant-Garde says that they have no current plans to decrease the size of the PC DITTO II circuit board. They may entertain the idea of offering an external mounting box if sales demand seems to merit it. Current boards are being sent out with the new PAL chips and the latest software (it's up on GENie now--the 1.0001 files). Avant-Garde says that buyers getting their boards at this time have 2 weeks in which to make a decision about keeping them. After two weeks, a full refund will not be offered, regardless of whether the user can get the IBM emulator to operate in their machine. - Eugene Gorelik (via GENie telecommunication service)

## *Thundering Games and 3-D Music.*

Don't settle for monotonous mono ever again! Atari has hidden three sound channels inside your ST. Tweety Board unleashes that full sound capability in minutes, with a solderless, internal installation that's compatible with all ST hardware and software. With Tweety Board, even your old games will suddenly sizzle and sound like you've always wished they could.

"TWEETY BOARD is a cookin' fool! You ain't lived 'till you heard a fireball in DM let loose through TWEETY...Wow! I can't believe booting old-timers just to have the instruction Set is one of the best things I've seen before!" -Ray, Z\*NET ST Report



**Z\*NET SUMMER SPECIAL - \$29.95 - CALL**

**Tweety Board**

ONLY \$59<sup>95</sup>

plus shipping & handling

For Orders or Information  
Call 602-322-6100

1135 N. Jones Blvd. • Tucson, AZ 85716

 **Practical  
Solutions**

# THE ATARI TT - THE STORY SO FAR

compiled by *Darek Mihocka and John Nagy*

Atari's TT, the 68030 equipped computer that has been promised for years, is available to (some) developers now, and dealers can expect a few for demo purposes by the end of August, with real shipments starting in fourth quarter according to Atari Canada. Schedules for the USA is less certain due to the ever popular FCC testing ritual. The retail price is \$3995.00 Canadian, (that's about \$3395.00 U.S.) for the desktop model of the TT with 2 Meg of RAM and a 40 meg hard drive. Add from \$200 to \$1000 for a monitor, depending on which one you get. The floppy disk drive is still IBM compatible, now supporting the 1.44M format, although there are reportedly compatibility problems with the higher density drive. Atari is said to be at least considering releasing the first production runs with the old standard 720K drive.

The TT supports 6 screen resolutions, including the original 3 from the ST, plus a 1280 x 960 Moniterm mode, a 640 x 480 16 color VGA mode, and a 256 color 320 x 480 mode. The color monitor currently being used at shows is capable of supporting everything but the Moniterm mode. The desktop in VGA mode looked quite good, comparable to a Mac II desktop or a Windows desktop on a VGA monitor. The display was crisp and free of any interference. The TT has the 4096 color palette of the STE, as well as the 8-bit stereo sound, making it a machine ready for multimedia applications.

The TOS running in demo machines to date is TOS 3.0 (Atari Corp folk call it "TOS Oh-Thirty"), 03/01/90 version. Atari Canada technical reps have stated at shows that the final TOS for the TT is supposed to be called 2.0, and it's supposed to be a lot faster than 3.0. The claims are that the current TOS is compiled using a 68000 "C" compiler, and when the new Alcyon "C" compiler (which is optimized for the 68030) is available, the code will be recompiled and ought to be significantly more efficient on the TT. However, Atari US officials strongly deny that the TOS for the TT will change in any significant way for production.

Darek Mihocka ran Quick Index, his benchmarking system, on the TT again at recent shows. With the cache on, the CPU numbers are between about 350% to 500%, and with the cache off, about 30% slower. What this means is that in terms of raw processing speed, the TT can run 68000 code about 3 or 4 or 5 times faster than an ST or STE. Darek tried some sample software which he had earlier timed on his STE, and found the increase to be consistently about a factor of 3.

The TT also comes with an Appletalk interface, MIDI ports, VME slot, 2 serial ports expandable to 4, and SCSI and ACSI. UNIX, X Windows, and Ethernet support are listed in the "Future Support" category of the spec sheet. Despite all the nifty hardware built in, this machine does NOT have a blitter chip!

Darek also reports that he successfully ported his QUICK ST screen accelerator to the 68030 while playing

with one at an Atari show in Vancouver in June. He achieves the same or somewhat greater degree of screen speed improvement as users will get on an ST or STE using QUICK ST 2.1. Using "QUICK TT", GEM redraws are about 300% faster than the regular TT with cache on, 5 times faster than the STE or a Mega ST, and 9 times faster than a blitterless ST. Screen scrolling was 4 times faster than an ST, and the text benchmarks were up to 46 times faster than the TT. In other words, instead of offering graphics and text performance of less than 100% faster than the STE, Quick ST running on the TT offers about 5 times the performance of the STE. Further speed increases may be logged when the QUICK TT program itself is optimized using a 68030 compiler.

Z\*NET will continue to update you on the progress of the TT, and hopes to bring you pictures of the insides of one very soon!

## Quick ST II version 2.1

### The fastest screen accelerator at any price!

No other software or hardware upgrade speeds up screen redraws as fast as Quick ST II or for less money. Not a blitter. Not a 16MHz upgrade. Not Turbo ST 1.8. Forget the high price alternatives. Choose Quick ST 2.1. Your ST will run faster as a result. For only \$19.95. - speeds up GEM text and graphics operations, and VT52 text output - speeds up the desktop font, 6x8 font, and even GDOS fonts - requires less than 25K of memory and runs on any ST or STE - supports all screen resolutions, plus the Moniterm monitor - supports custom desktop patterns, pictures, and fonts

Turbo ST is a trademark of SoiTrek and sells for more than double the price!

### The reviews are in and Quick ST II gets top marks!

"my ST has taken another step closer to being the perfect personal computer. ... makes using an ST a real joy. ... amazingly FAST" - Nick Berry, Puget Sound Atari News, 4/90

"Nice job, Darek" - Darren Meer, ST Informer, 5/90

"If, however, you do not have Turbo ST yet, then Quick ST from Branch Always Software seems to be a better choice, and not only because of the lower price. ... Buy it!"

- A. J. Wrotniak, Current Notes, 6/90

Quick ST II was written by Darek Mihocka. 100% assembly language. Quick ST II costs only \$19.95 at ST dealers all across America, and \$22.95 in Canada. Or order directly. Add \$3 for s/h. We accept VISA.

### Now save \$5 on Quick ST II version 2.1!!!

When ordering direct, clip this ad for a \$5 discount towards the purchase of Quick ST II or our Quick Tools utility pack. Each is only \$14.95 U.S. with this ad. Add \$3 for s/h in the U.S., or \$5 elsewhere.

## Branch Always Software

Box 2624, Station B, Kitchener, Ontario, Canada N2H 6N2

# CHEATING FOR FUN AND PROFIT

collected by Jon Clarke - New Zealand

Ever been frustrated by your favourite game and thought it would be great if there was a cheat mode built into the game? Read on MacDuff! Here are more of those great "Hints and Cheat Modes", found on "The Source BBS" in Palmerston North, New Zealand. Please note: Not all these games are in general release in the USA.

**DEFENDER OF THE CROWN** - Hold down 'k' on the keyboard while the game is loading. This will give you a home army of 1024 knights and a campaign army of 1024 knights. Do you get the joke here? (A Meg of Knights/Bytes!)

**ARKANOID** - Press the Spacebar (Pause) then type 'DSIMAGIC' press Space again and catch the Pill falling from the centre of the screen. Once you have done this you can call up extra paddles, laser turret, etc, by typing the appropriate letter on the keyboard. 'F' will take you to the final screen and the confrontation with 'DOH' (He's the dude that trapped you at the beginning of the game).

**BARBARIAN** - Type '04-08-59' (that's the author's birthday) to make Hegor immortal. You will have to retype it every time the disk drive accesses, and your background should be grey instead of black. The only problem with this one is that you can't complete the game 'cause you can't kill the bad guy. You can see all the screens right to the bottom though.

**MENACE** - This one's a bit tricky - type 'XR31TURBONUTTERBASTARD' while the game is in progress. Try doing that without getting killed off! You should now have a large supply of shields, cannon and lasers. They will run out eventually so you have to type it in again.

**THE EMPIRE STRIKES BACK** - Here's a goody! Ever

wonder how they got the picture of Luke and Darth Vader on the screen shots in the advertisement. Here's how: Hold down the HELP key and type 'XIFARGROTKEV' on the title screen (That's VEKTORGRAFIX backwards). You are now invulnerable. Hit 'L', 'D', and 'C' for some extra surprises.

**IKARI WARRIORS** - Type 'FREERIDE' for a couple of REALLY tough Rambo clones.

**STREET FIGHTER** - Here is another one I haven't tried. It's more strategy than a cheat; All of your opponents but the last, named Sagat in Thailand can be dispatched by kicking them in the ankle. The technique for Sagat is 'Watch for fireballs and his long reach. Jump high, kick and retreat. Repeat this process until he falls.'

**WIZBALL** - Pause the game (spacebar) and type 'RAINBOW' resume the game and press space again. Now hit 'C' to fill the pot with the current colour.

**GIANA SISTERS** - Pressing all the keys that make up the word 'ARMIN' during the game will allow you to skip levels.

**CARRIER COMMAND** - First pause the game with the mouse button. Then type 'The Best is Yet to be (including the spaces - case is not important), followed by a press of the '+' key. This should give you invincible Mantas.

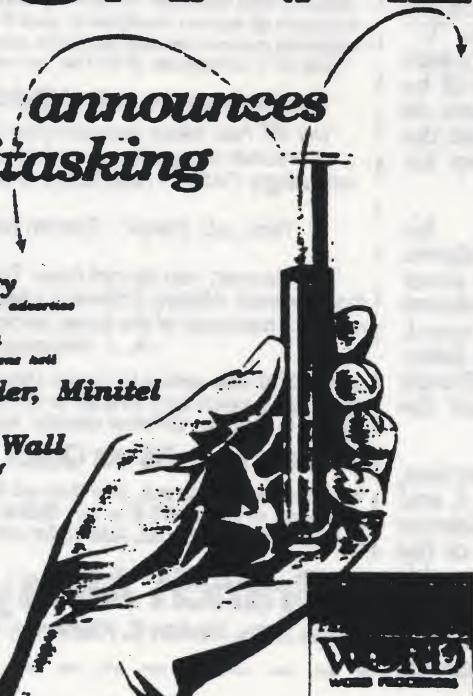
**STARGLIDER II** - Select F (for fixed sights) then slow down to a dead stop and pause the game (using the backspace key). Type 'Were on a Mission from God' (with the spaces and case also not important) and press 'l' on the keyboard. If the shield and energy levels drop to zero the cheat mode has been activated. Press 'k' to get all the weapons (including the neutron bomb!), and when you run out just press 'k' again. ↑

ATARI

# ST JOURNAL

*The new formula*

## Atari announces multitasking



**John Nagy**  
Why Atari shouldn't advertise

**Jim Allen**  
Hardware development with

**Sex, Murder, Minitel**  
Murder by numbers

**Over the Wall**  
Working for yourself

## SUBSCRIBE NOW to ST JOURNAL

*The newest Atari ST magazine is also a serious user's journal, featuring comparison charts of popular software, news, reviews, and commentary from some of the best known Atari People anywhere.*

**ST JOURNAL's** first issue was a sellout. Don't miss the next one, featuring **DESKTOP ALTERNATIVES** in depth.

\$4.50 at your dealer,  
or subscribe for \$29.95.

Quill Publications, 113 West College Street, Covina, CA 91723

Advertiser and contributor information:  
818-332-0372

# ATARI ST PUBLIC DOMAIN AND SHAREWARE SHELF

by Ron Kovacs

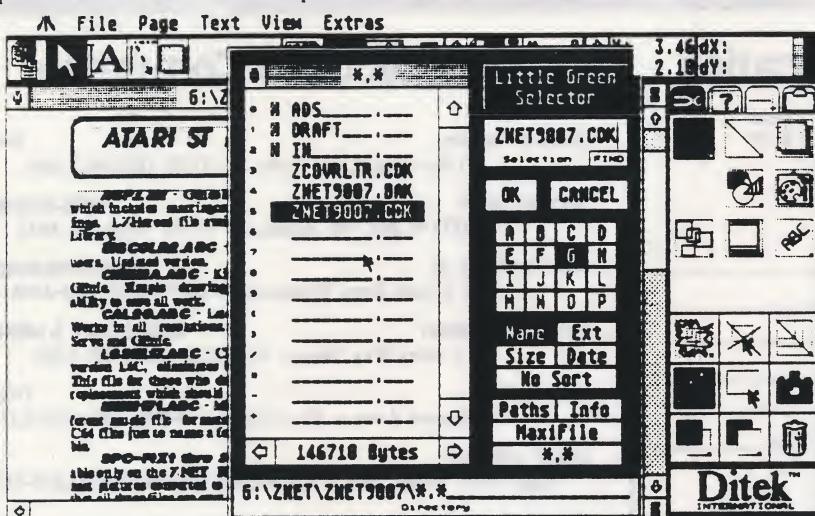
**AQP.LZH** - Geneology Database. Limitless members which includes marriages, religious moments, death and siblings. LZHarcod file available in the GENIE ST Roundtable Library.

**BIGCOLR2.ARC** - Color emulator for monochrome users. Updated version.

**CINEMA.ARC** - Kids animation program available on GENIE. Simple drawing and animation controls with the ability to save all work.

**CAL20.ARC** - Latest accessory to set time and date. Works in all resolutions. Arced file available on CompuServe and GENIE.

**LQSEL17.ARC** - Charles Johnson's latest update from version 1.6C, eliminates bugs and adds a few more features. This file for those who don't know is an Atari File Selector replacement which should be placed in the AUTO folder.



**MM171.ARC** - Midi Music Maker plays up to 10 different music file formats including: AMS2, Music Studio, C64 files just to name a few. Editing and new saves are possible.

**SPC-PIX1 thru 3** - These are NEW pictures available only on the ZNET BBS. These pictures are all GIF format pictures converted to Spectrum 512 format. Please note that all three files are over 100K each.

**WHATIS4.ARC** - Bill Aycock, CompuServe Sysop has released version 4.0 of Whatis. This file will tell you what type of file you are checking. This file currently available on CompuServe in the AtariPro Data Library.

## ZNET BBS FILE UPDATE

**INTERLINK EMULATION** - 10 different emulation and transfer files for Interlink are available. Ymodem Batch, MultiXY background download, Ansi, Atascii, IBM3103 just to name a few are now available.

**HARD DISK UTILITIES** - There are a few of the latest hard disk utilities available including the latest versions of DiskCheck, HDPark, and DirSort. ICD users should access the pay services and get the latest version of ICD Host Adapter Software.

**100 PICTURES** - There are currently over 100 pictures available for downloading including all of the ZNET NEWS pictures of Atari products A-Z. Spectrum, GIF, Degas, Tiny and NEO format pictures.

**20 ANIMATIONS** - Robert Ford has uploaded atleast twenty different animations and his latest, ZNET1990SEQ to the BBS. Many animations from the European magazine ST-FORMAT.

**200 UTILITIES** - Along with the utilities listed above, there are over 200 of the most popular ATARI ST utilities available. A full listing of them all will be included in a future edition.

**ZNET ONLINE** - All issues of ZNET ONLINE are available for downloading. The latest as of this writing is Issue #524.

## HAGTERM4

HagTerm is a powerful communications program which surpasses all currently available packages, in both power and price. It utilizes a user friendly (yet powerful) GEM interface. Many users might recognize HagTerm as a shareware product. The last shareware version of HagTerm was v3.3. This version contained a number of bugs; most notably, it did not work with monochrome monitors. All of the known bugs have now been fixed, and many new features have been added. All users registered with previous versions of HagTerm will receive HagTerm Elite 4.0 for free.

Features: user friendly, Xmodem/Ymodem (including batch), 20 Macros can be built, "BBS-Pause" feature, "Auto-Pause" feature, on-screen display of Time/Timer, 80 dial slots, block functions, search function, Fast Dial, full-featured text editor, automatic word wrap, cut - paste - move - merge - delete a block, four markers, and more.

HagTerm Elite runs on any Atari ST system with at least one megabyte of RAM. Hard drive is recommended, but not required. To order, please send a check or money order for \$20 (plus \$2 S&H) to: (Hopefully, soon Atari dealers will have HagTerm Elite for sale) For more information, or to order using COD, give the author a call at (818) 502-0817, and ask for Hagop Janoyan. Please call between 10:00 am and 9:00pm (Pacific Time).

## NEW FILES AVAILABLE

**VANTERM38** - Latest version of VanTerm Telecommunications software.

**LHARC060** - Latest version of LH arc. Version .06

**RAMPLS12** - Ram Plus version 1.2

**RATEHD** - Rate your hard disk

**FASTLZHS** - Version 1.5 of this quick lzh arcing utility

**SBT6PACH** - Patch to SuperBoot Version 6

**Zoo201G** - Zoo for the ST, this is the latest version

**UNLZH17** - Version 1.7 of this popular and rapidly updated un lzh arcing utility.

**FXBLEND** - Color blending demo, (SEQ FILE) which needs ANIMATE4 to view. This file shows the effect of proper color blending within CyberPaint.

**SKULTURN** - Rez-Rendered animation from the ZNET BBS. Turning skull.

**VIDIMAST** - SEQ animation from the CyberPunk aka Robert Ford

**Note:** All of the files listed this month are available on the ZNET BBS. These files may be arc'd or LZHarcod. The HagTerm description is an update for readers to show the status has changed from a shareware product to commercial (almost commercial) product. For the latest on Public Domain releases, read Z\*Net Atari Online Magazine every week!

**JACG INC.**  
Jersey Atari Computer Group Inc.  
P.O. Box 5206  
Newark, NJ 07105-0206

**BULK RATE**  
**U.S. POSTAGE**  
**PAID**  
**VERNON N.J. 07462**  
Permit # 1

## JACG NEWSLETTER

### JACG Membership Application

DUES: U.S. 3rd Class Mailing, Canada, Mexico \$25.00  
U.S. 1st Class Mailing, Foreign Subscription \$31.00

Renew  New  Former:  
 8-bit  ST/Mega

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_  
State/Country/Zipcode: \_\_\_\_\_  
Home Phone Number: \_\_\_\_\_  
Date: \_\_\_\_\_ 1st Class: \_\_\_\_\_ 3rd Class: \_\_\_\_\_

Mail to: JACG c/o Mike Hochman

4 Julies Way Howell, NJ 07731

**Support Your Club and  
Get Something of Value  
at the Same Time**

### Advertising Rates

**Full Page (7.5 \* 9) \$48.00**

**Half Page \$25.00**

**Quarter Page \$18.00**

*Discount Rates Available on Request!*

### Executive Committee

**David B. Noyes** **PRESIDENT**  
3 Ann Road Long Valley, NJ 07853 (201)-852-3165

**John H. Dean** **VICE-PRESIDENT ST**  
RFD #2 Box 788 Sussex, NJ 07461 (201)-827-3902

**Neil Van Oost, Jr.** **VICE-PRESIDENT 8-BIT**  
25 Willow Street Waretown, NJ 08758 (609)-693-4408

**Michael Hochman** **SECRETARY & MEMBERSHIP**  
4 Julies Way Howell, NJ 07731 (201)-901-9296

**Jack Rutt** **TREASURER**  
52 Dacotah Avenue Rockaway, NJ 07886 (201)-625-0273

**David Arlington** **EDITOR**  
Eagle Rock Village Bldg 8 Apt3B Budd Lake, NJ 07828 (201)-347-5227

**Sam Cory** **LIBRARIAN**  
P.O. Box 368 Blairstown, NJ 07825 (201)-362-5474

**David B. Noyes** **ADVERTISING**  
3 Ann Road Long Valley, NJ 07853 (201)-852-3165

**Gary J. Gorski** **SALES**  
313 Sheridan Avenue Roselle, NJ 07203 (201)-241-4554

**Gary J. Gorski** **PRESIDENT EMERITUS**  
313 Sheridan Avenue Roselle, NJ 07203 (201)-241-4554

**Bill Garmany, Jr.** **MAIL ORDER LIBRARIAN**  
13 Wellington Livingston, NJ 07039

**ASSISTANT LIBRARIANS**  
[8-Bit] Dave Green, Bill Garmany Jr., Neil Van Oost Jr.  
[ST] Peter Rotton, John Dean

**BULLETIN BOARD SYSTEM OPERATORS**  
Gary Gorski, Lars Fuchs, Mark Rotton, Robert P. Mulhearn

**JACG BIG BROTHER**  
Charles J. Miller - (201)-469-6190

**JACG BBS - (201)-288-0161**

The Jersey Atari Computer Group Inc. (JACG) is an independent, informal organization of Atari computer users. It is not affiliated with Atari Corporation or any other commercial enterprise. Opinions expressed in this publication reflect only the views of the individual author, and do not necessarily represent the views of the JACG. Material in this Newsletter may be reprinted by other Atari Users Groups, provided the author (if applicable) and the JACG are given credit. Only original work may be reprinted. Questions concerning reprinting should be addressed to the Editor.